

OMEGA RACE™ *

For the Atari® 2600.™
For one or two players.

GAME PLAY INSTRUCTIONS

© 1983 CBS Toys, A Division of CBS Inc.
*OMEGA RACE is a trademark of Bally Midway Mfg. Co.
© 1981, 1983 Bally Midway Mfg. Co. All Rights Reserved.
Atari® and 2600™ are trademarks of Atari, Inc.

An illustration of the Omega Race game play. A central television screen displays a space race with a score of '002600' at the top and 'RACK 1' at the bottom. The screen is flanked by two futuristic, multi-lane racetracks that curve upwards. Several sleek, aerodynamic spacecraft are shown racing along these tracks, leaving bright orange and yellow energy trails. The background is a dark space filled with floating diamond-shaped obstacles and small, glowing red triangular markers. The entire scene is framed by a glowing purple and white border.

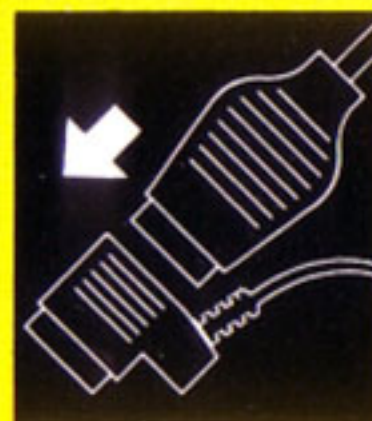
CBS Electronics

SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in your video game cartridge.
3. Turn power ON. If no image appears, check the connection of your game system to the TV, then repeat steps 1-3.



4. Slip the Booster-Grip™* over the shaft of a Joystick Controller so that the bottom rim of the Booster-Grip rests snugly in the base of the shaft.



5. Insert the plug of the Joystick Controller into the plug of the Booster-Grip as shown and then plug the completed assembly into the LEFT CONTROLLER jack of your video system.
6. Use the GAME SELECT switch to select either the one-player (Game 1) or two-player (Game 2) version of the game. Details for setting up the two-player version may be found in the back of this manual.
7. To start the game, press GAME RESET. The race is on!

Programmed for CBS Electronics by Bally Midway Mfg. Co.,
Chicago, Illinois.

*BOOSTER-GRIP™ Patent Pending.

Note: Never remove your video game cartridge from the console unless the power is turned OFF.

THE GAUNTLET IS TOSSED!

To The Earthling:

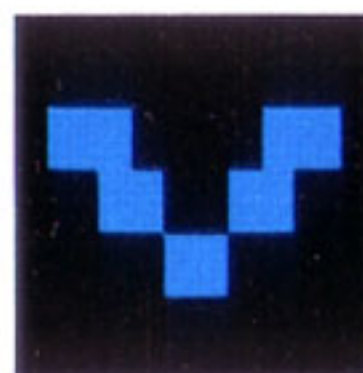
We, the leaders of the Omegan Star System, have spent countless eons perfecting our method of training our

warriors to defend our star colonies. This method—you may call it OMEGA RACE—has proven so successful that evildoers tremble at the mere thought of interfering with us. As a result, our lives have become rather mundane and boring. So now we search the galaxies for other forms of intelligent life fast and tough enough to meet the challenge of our OMEGA RACE. Having failed to locate such life, we're settling for you. We await you in the arena!

The Omegans

OBJECT OF THE GAME

The object of OMEGA RACE is to evade enemy fire and score points by destroying the various types of Omegan Warrior Ships and Photon Mines you'll encounter while speeding around a mysterious cosmic arena.



FIGHTER SHIPS

You begin each game with a fleet of three Fighter Ships. Only one Fighter at a time may maneuver around the arena. The number of Fighters remaining in reserve is indicated by the number of squares appearing in the lower right corner of your screen.



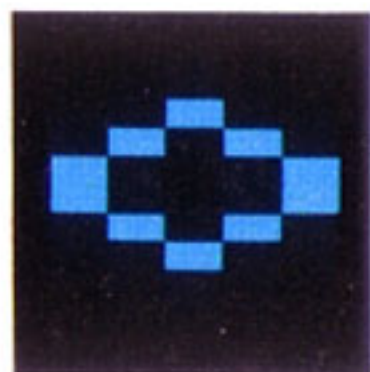
Use your Booster-Grip™ adaptor with your Joystick Controller to gain complete control over your Fighter. After fitting the Joystick with the Booster-Grip, hold the assembly so that the red button on the base of the controller is to your upper left toward the screen and the trigger on the Booster-Grip is facing front. Tightly grasp the Booster-Grip so that your forefinger rests on the trigger and your thumb rests on the booster. Both the booster and the red button on the base of the controller perform the same function in OMEGA RACE; they both control your Fighter's thrust. The trigger is used to fire your laser cannon. The Booster-Grip itself serves as your Fighter's directional control. Use it to steer your Fighter in any direction and to aim your laser cannon.

Your laser cannon will fire only in the direction in which your Fighter is pointed. While you have an unlimited supply of ammunition, you may fire off only two shots at a time.

Extra Fighters are awarded at the following point levels: 30,000, 80,000 and 150,000. However, you may never have more than four Fighters in reserve at any one time.

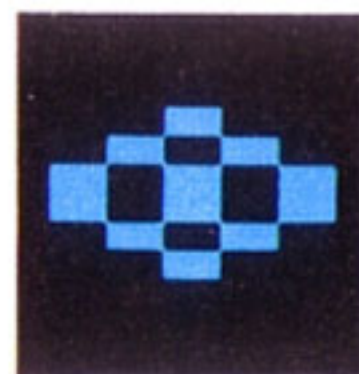
OMEGAN ATTACK WAVES (RACKS)

Each wave, or rack, you'll encounter will be made up of seven Omegan Warrior Ships, each one programmed to destroy your Fighter by either blasting it to bits or ramming right into it. As each wave is cleared, a new wave will take its place, made up of faster, nastier and craftier Omegan Warrior Ships. The three classes of Omegan Warrior Ship are:



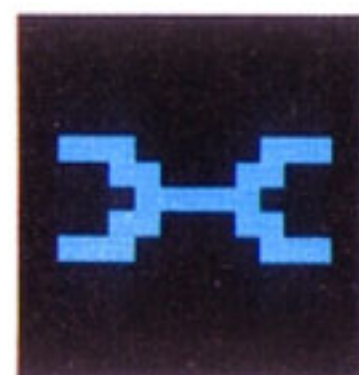
DROID SHIPS

During the first wave (Rack 1) these ships remain motionless, representing more of an obstacle than a threat. In later waves, however, they begin to orbit the arena at an ever-increasing rate.



COMMAND SHIPS

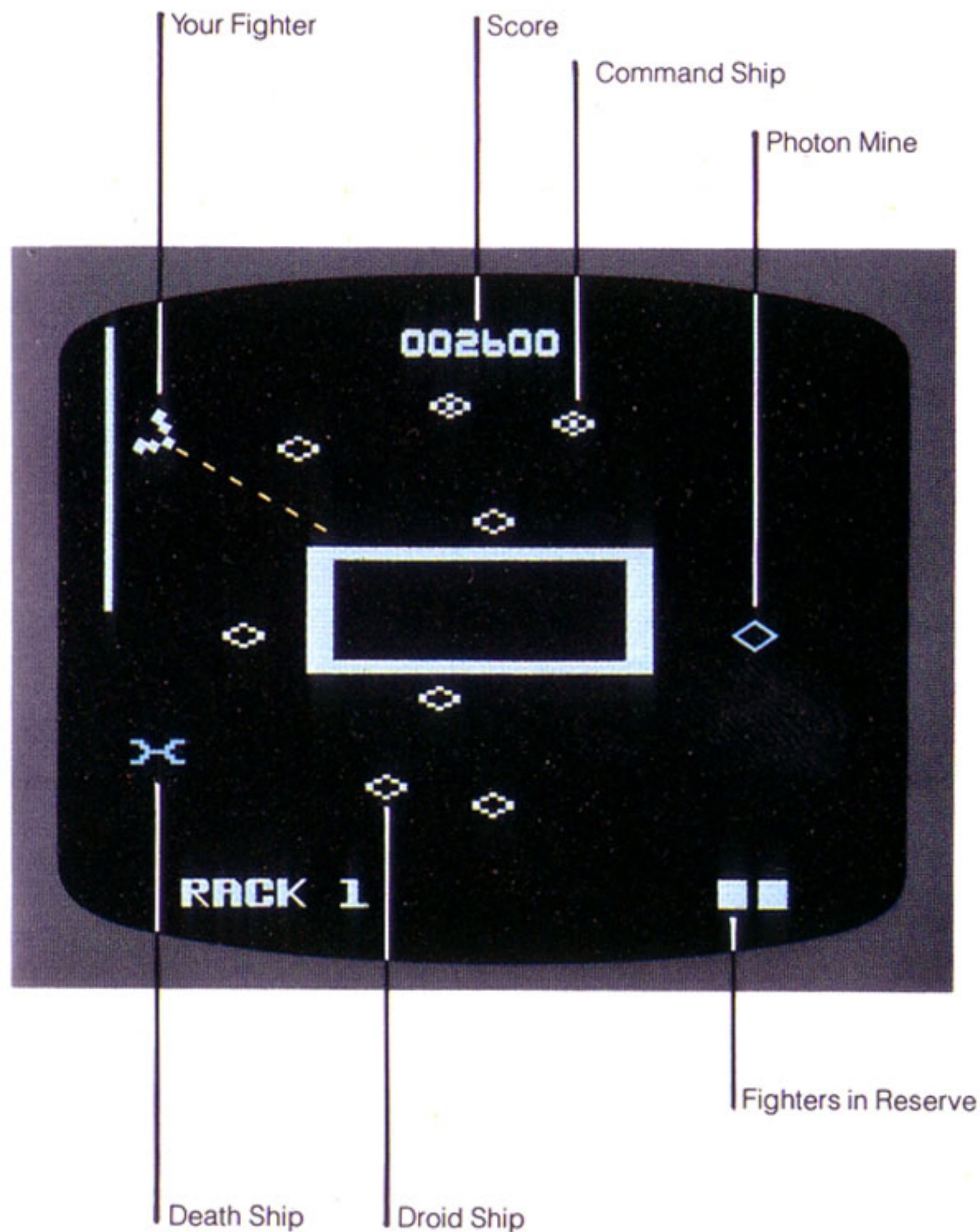
Every wave contains at least one Command Ship and it is this class of ship that should be your primary target. Command Ships fire directly upon you, forcing you to use evasive maneuvers in order to survive long enough to return their fire. If a Command Ship is destroyed, one of the remaining Droid Ships will immediately take its place.



DEATH SHIPS

The longer a Command Ship eludes your laser fire, the closer it gets to transforming into a madly-spinning Death Ship. These "ninjas of space" represent the ultimate in Omegan technology, rebounding off the walls of the arena, varying both speed and direction, firing an endless succession of laser blasts and leaving behind a deadly trail of explosive Photon Mines. Should you be skillful enough to destroy a Death Ship, it'll just be a matter of micro-seconds before another Command Ship turns into one.

As you advance through wave after wave, Command Ships and Death Ships will appear more



frequently and the speed of *all* Omegan Warrior Ships will increase. And, like most perfectionists, their skills as marksmen will improve.

Points are scored for every ship and Photon Mine destroyed including those destroyed in a suicide crash. Should your Fighter be destroyed, your next Fighter will commence the race at the current rack level, *but against a full complement of seven Omegan Warrior Ships!*



PHOTON MINES

Photon Mines left by Death Ships are a lot like mustard gas; they're very persistent. A Photon Mine will stay exactly where it is until you either blast it or crash into it. Of the two, the first way is more desirable. However, any Photon Mines left in the arena when a wave is cleared will automatically be disintegrated.

DROID FORCE BONUS

Every group of four waves constitutes an Omegan Droid Force. Every time you successfully eliminate a Droid Force (For example: Racks 1 to 4, Racks 5 to 8, etc.) you'll receive a bonus of 5,000 points as a reward for your stamina and endurance.

END OF GAME

The game ends when you sacrifice your last Fighter in the race that never ends...OMEGA RACE!

SCORING

Your score is displayed at the top of the screen throughout the game.

Point Values:

Photon Mine	500 points
Droid Ship	1,000 points
Command Ship	1,500 points
Death Ship	2,500 points
Droid Force Bonus	5,000 points

TWO-PLAYER VERSIONS

Two players may compete in OMEGA RACE, alternating turns. There are two different ways to set up your video game console for the two-player game. If you own only one Booster-Grip, use the GAME SELECT switch to select Game 2 and set the

RIGHT DIFFICULTY switch to B. Both players will then use the same controller, trading back and forth at the beginning of each turn. If you own a second Booster-Grip, connect it to another Joystick Controller and plug it into the RIGHT CONTROLLER jack. Select Game 2 and set the RIGHT DIFFICULTY switch to A. Each player will then be able to use his/her own controller. Either way, game play remains the same, except that the second player's score appears at the bottom of the screen instead of the top.

STRATEGY HINTS

1. Learn to use your Booster-Grip to control your direction as you ricochet off the walls of the arena. Mastering this technique will almost always enable you to maintain a good position for destroying both Command Ships and Death Ships.
2. Use your thrust sparingly to "float" back and forth or up and down. You'll be able to fire without having to worry about navigating.
3. To rack up really high scores, go for the more valuable ships first. Since they're always replaced, you'll be able to get more points for the same quantity of ships destroyed.

CBS Electronics

VIDEO GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Electronics cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at:
CBS Electronics, 601 Doremus Avenue
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall

not apply to defects arising from abuse, unreasonable use, mistreatment or neglect.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

CBS Toys, A Division of CBS Inc., Newark, NJ 07105

2L-2640-0000